

FIG. 1

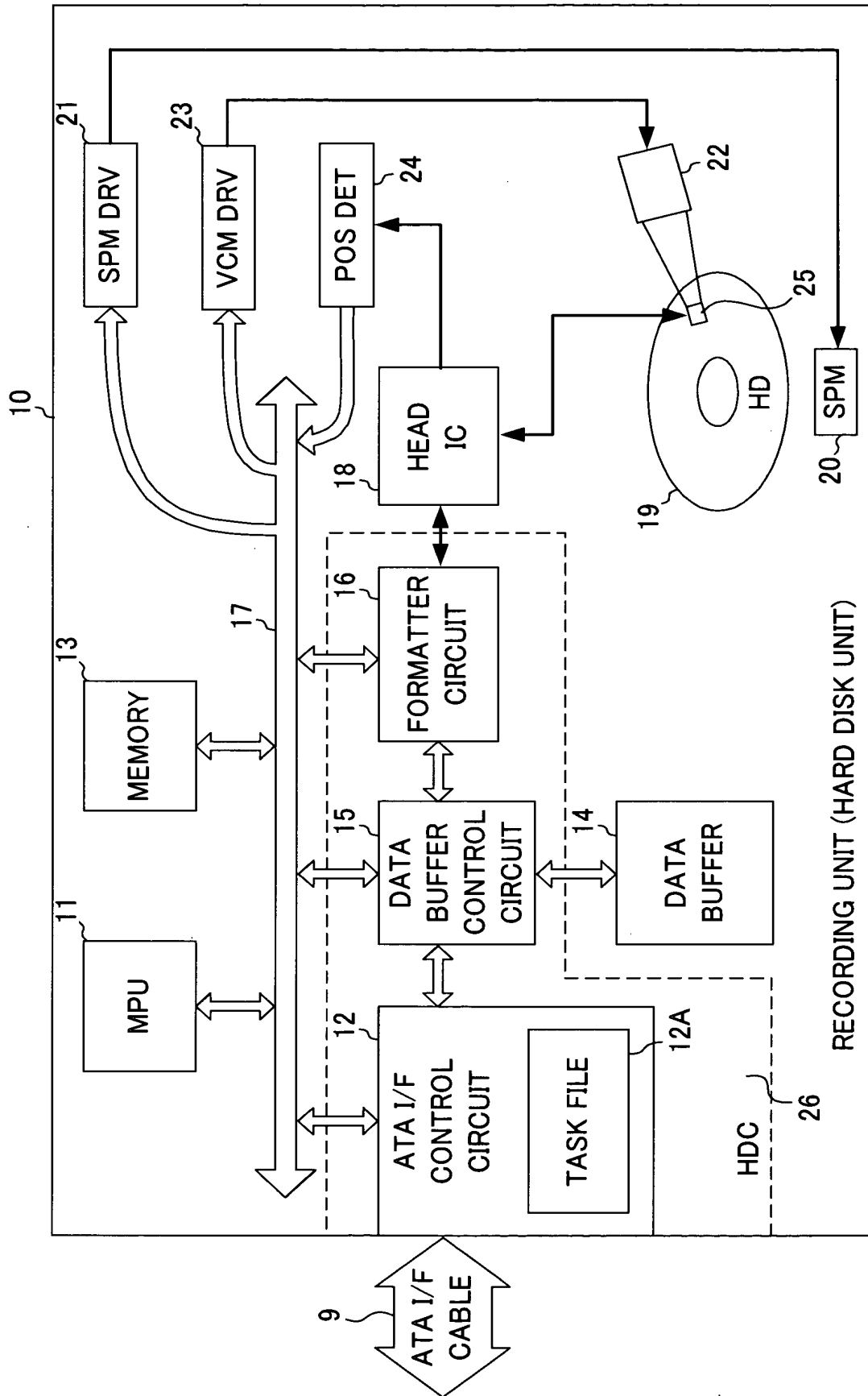


FIG. 2

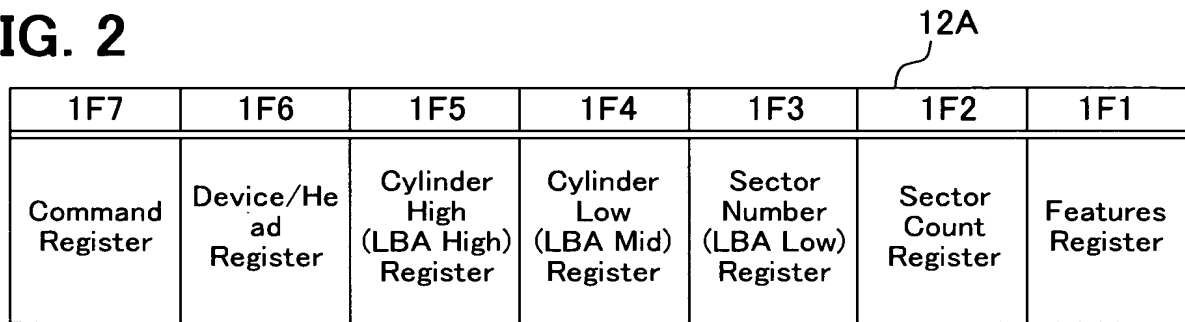


FIG. 3

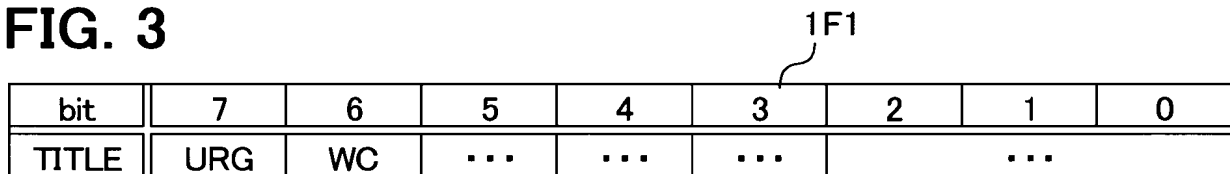


FIG. 4

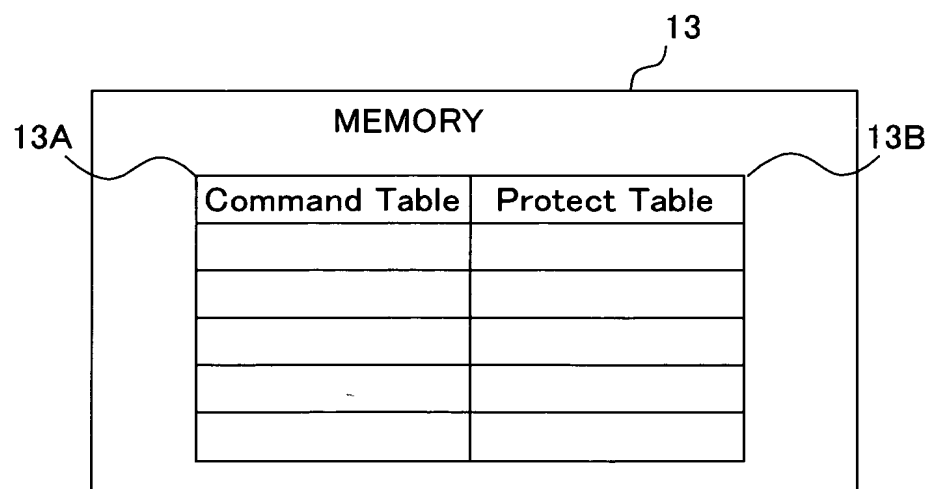


FIG. 5

Command	START LBA	Sector Count	Protect bit
0x3B	0x1000	0x0100	0
0x3B	0x2000	0x0200	0
0x3B	0x0001	0x000C	1
0x3B	0x000D	0x0010	1
:	:	:	:

13A

13B

Command No.	START LBA	Sector Count	Buffer Address	Protect bit
0xFF	0xFFFFFFFF	0x0000	0xFFFFFFFF	1
0xFF	0xFFFFFFFF	0x0000	0xFFFFFFFF	1
0xFF	0xFFFFFFFF	0x0000	0xFFFFFFFF	1
0xFF	0xFFFFFFFF	0x0000	0xFFFFFFFF	1
:	:	:	:	:

FIG. 6

14

Buffer Address 0x0000 : LBA 1
Buffer Address 0x0200 : LBA 2
Buffer Address 0x0400 : LBA 3
Buffer Address 0x0600 : LBA 4
Buffer Address 0x0800 : LBA 5
Buffer Address 0x0A00 : LBA 6
Buffer Address 0x0C00 : LBA 7
Buffer Address 0x0E00 : LBA 8
Buffer Address 0x1000 : LBA 9
Buffer Address 0x1200 : LBA 10
Buffer Address 0x1400 : LBA 11
Buffer Address 0x1600 : LBA 12
:
:

FIG. 7

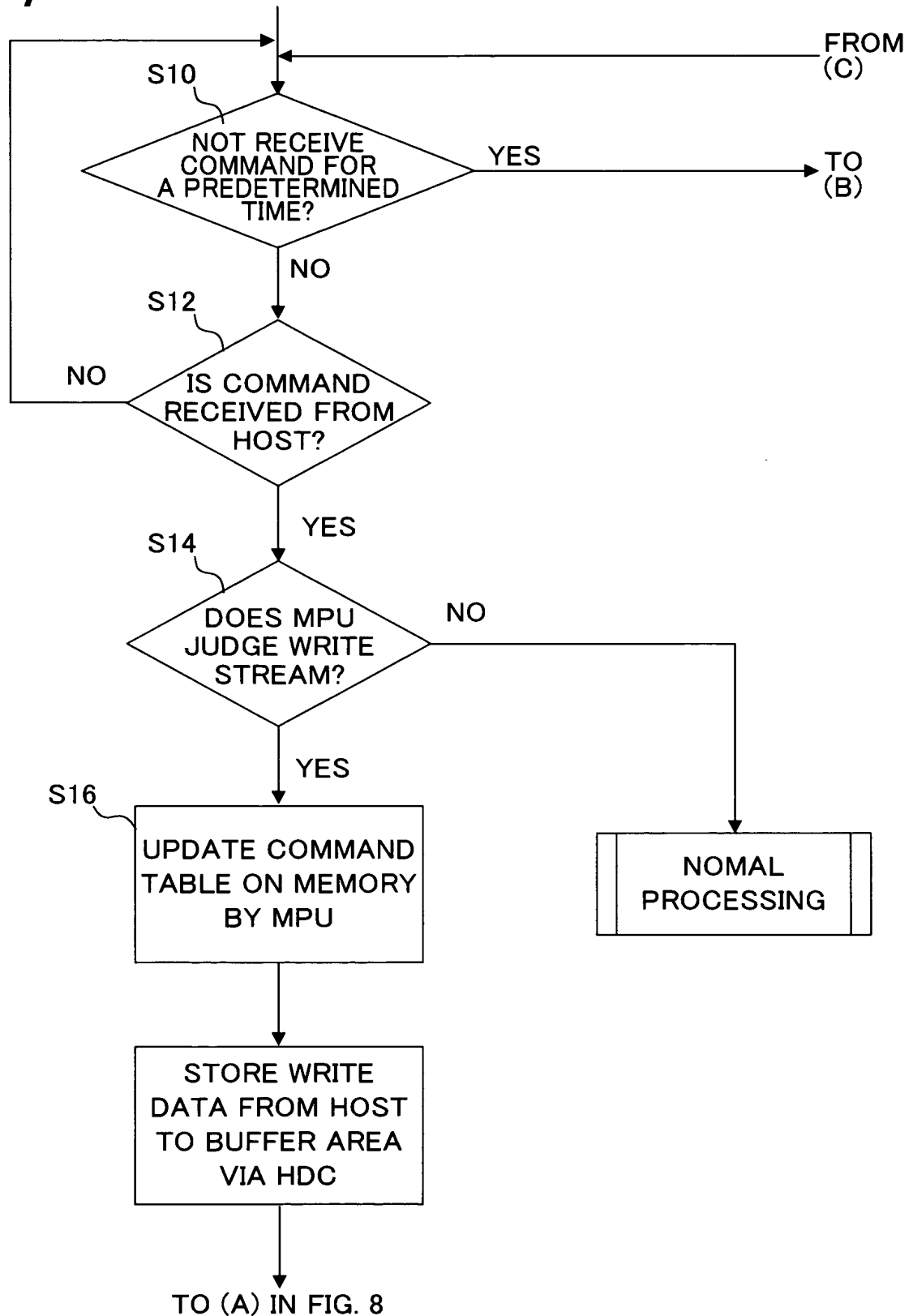


FIG. 8

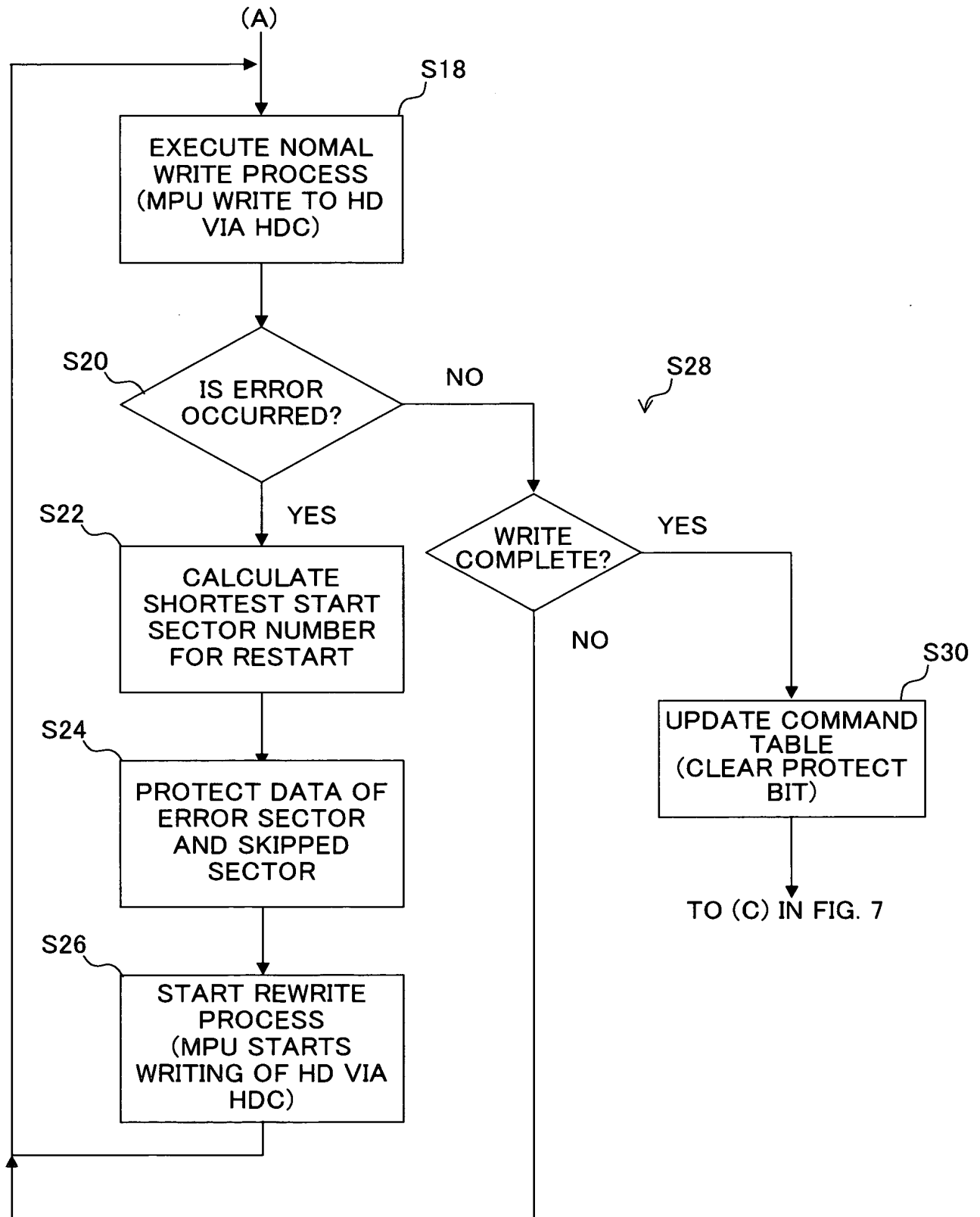
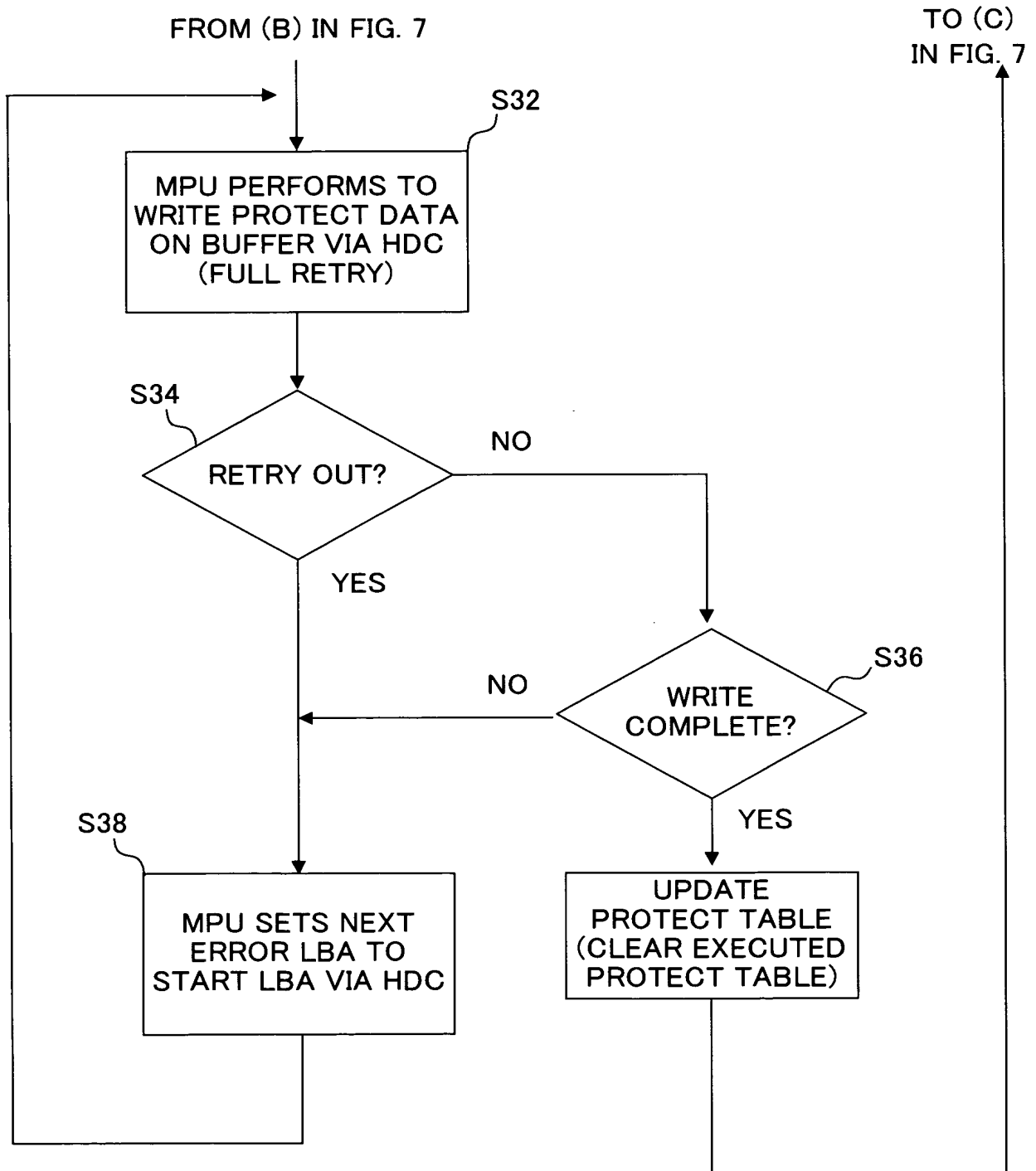


FIG. 9



LBA1	2	3	4	5	6	7	8	9	10	11	12
○	○	○	×	△	△	△	△	△	△	○	○

CONTINUOUS WRITING

FIG. 11

	1F7	1F6	1F5	1F4	1F3	1F2	1F1
No.0	0x3B	0xE0	0x00	0x10	0x00	0x80	0x80
No.1	0x3B	0xE0	0x00	0x20	0x00	0xFF	0x80
No.2	0x3B	0xE0	0x00	0x00	0x01	0x0C	0x80
No.3	0x3B	0xE0	0x00	0x00	0x0D	0x10	0x80
:	:	:	:	:	:	:	:

FIG. 12

13A

Command Table -WHEN EXECUTING Command No.2

Command	START LBA	Sector Count	Protect bit
0x3B	0x1000	0x0100	0
0x3B	0x2000	0x0200	0
0x3B	0x0001	0x000C	1
0x3B	0x000D	0x0010	1
:	:	:	:



13A

Command Table -AFTER EXECUTED Command No.2

Command	START LBA	Sector Count	Protect bit
0x3B	0x1000	0x0080	0
0x3B	0x2000	0x00FF	0
0x3B	0x0001	0x000C	0
0x3B	0x000D	0x0010	0
:	:	:	:

FIG. 13

13B

Protect Table -WHEN EXECUTING Command No.2

Command No.	START LBA	Sector Count	Buffer Address	Protect bit
0xFF	0xFFFFFFFF	0x0000	0xFFFFFFFF	1
0xFF	0xFFFFFFFF	0x0000	0xFFFFFFFF	1
0xFF	0xFFFFFFFF	0x0000	0xFFFFFFFF	1
0xFF	0xFFFFFFFF	0x0000	0xFFFFFFFF	1
:	:	:	:	:

↓ ↓

13B

Protect Table -AFTER EXECUTED Command No.2

Command No.	START LBA	Sector Count	Buffer Address	Protect bit
0x3B	0x00000005	0x0006	0x00000000	1
0xFF	0xFFFFFFFF	0x0000	0xFFFFFFFF	1
0xFF	0xFFFFFFFF	0x0000	0xFFFFFFFF	1
0xFF	0xFFFFFFFF	0x0000	0xFFFFFFFF	1
:	:	:	:	: